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Pervasive Games: Theory and Design Experiences on The Boundary Between Life and Play

Quickly emerging from the fast-paced growth of mobile communications and wireless technologies, pervasive games take gaming away from the computer screen back to the three dimensional world. Now games can be designed to be played in public spaces like shopping malls, conferences, museums and other non-traditional game venues. Game designers need to understand how to use the world as a gamespace- both the challenges and advantages of doing so.

This book shows how to change the face of play- who plays, when and where they play and what that play means to all involved. The authors explore aspects of pervasive games that concern game designers: what makes these games compelling, what makes them possible today and how they are made. For game researchers, it provides a solid theoretical, philosophical and aesthetic understanding of the genre.



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